

IV. AMENDMENTS TO THE CLAIMS

(There are no amendments to the claims; however, for the convenience of the Examiner, all of the pending claims and appropriate status identifiers are presented below)

1. (Withdrawn) A gaming machine comprising:
 - a variable display unit that variably displays a plurality of symbols;
 - a front display unit that is provided in front of the variable display unit and configured to enable a player to see at least one of the symbols on the variable display unit therethrough, and to display various images;
 - an internal winning combination determination unit that is configured to determine an internal winning combination;
 - a plurality of operation units with which the player stops the variable display of the variable display unit;
 - a stop control unit that is configured to perform a stop control of the variable display of the variable display unit based on the determination result of the internal winning combination determination means and on a stop operation of each of the operation units;
 - a game medium payout unit that is configured to pay out a game medium to the player in a case where a stop state of the variable display unit stopped by the stop control unit corresponds to a predetermined stop state; and
 - a display scaling unit that is configured to scale up or down at least one of the symbols and various images displayed on the variable display unit,
 - wherein the display scaling unit is disposed between the variable display unit and the front display unit.
2. (Withdrawn) The gaming machine as claimed in claim 1, wherein the display scaling unit comprises a convex lens or a Fresnel lens.
3. (Withdrawn) The gaming machine as claimed in claim 2, wherein a distance

between the display scaling unit and the front display unit is configured to be variable.

4. (Withdrawn) The gaming machine as claimed in claim 1, wherein the variable display unit is in a form of a liquid crystal panel.

5. (Withdrawn) The gaming machine as claimed in claim 1, wherein the front display unit is in a form of a liquid crystal panel.

6. (Withdrawn) The gaming machine as claimed in claim 1, wherein the display scaling unit comprises:

- a lens;

- a front frame;

- a rear frame;

- a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;

- an anchor pin that is provided on the lens frame;

- a horizontal long hole that is formed on the front frame and regulates the movement of the anchor pin that is inserted therein;

- an inclined long hole that is formed on the rear frame and allows the anchor pin to move along an inclined edge thereof, the anchor pin being inserted in the inclined long hole;

- a long hole that is formed on the front frame at an upper portion;

- an eccentric cam that has a circumferential edge that abuts an upper edge and a lower edge of the long hole; and

- a motor that has a shaft that is attached to the eccentric cam.

7. (Withdrawn) The gaming machine as claimed in claim 1, wherein the display scaling unit comprises:

- a lens;

- a front frame;

- a rear frame;
- a motor;
- a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;
- a bolt shaft that is attached to the motor and penetrates the rear frame;
- a screw boss that is provided on the lens frame and screwed into the bolt shaft;
- and
- a spring that is disposed between the lens frame and the front frame.

8. (Withdrawn) A gaming machine comprising:

- a variable display unit that variably displays a plurality of symbols;
- a front display unit that is provided in front of the variable display unit and configured to enable a player to see at least one of the symbols on the variable display unit therethrough, and to display various images;
- an internal winning combination determination unit that is configured to determine an internal winning combination;
- a plurality of operation units with which the player stops the variable display of the variable display unit;
- a stop control unit that is configured to perform a stop control of the variable display of the variable display unit based on the determination result of the internal winning combination determination means and on a stop operation of each of the operation units;
- a game medium payout unit that is configured to pay out a game medium to the player in a case where a stop state of the variable display unit stopped by the stop control unit corresponds to a predetermined stop state; and
- a display scaling unit that is configured to scale up or down at least one of the symbols and various images displayed on the front display unit and/or the variable display unit,

wherein the display scaling unit includes a lens that is moved in accordance with a progress of a game.

9. (Withdrawn) The gaming machine as claimed in claim 8, wherein the display scaling unit comprises a convex lens or a Fresnel lens.
10. (Withdrawn) The gaming machine as claimed in claim 9, wherein a distance between the display scaling unit and the front display unit is configured to be variable.
11. (Withdrawn) The gaming machine as claimed in claim 8, wherein the variable display unit is in a form of a liquid crystal panel.
12. (Withdrawn) The gaming machine as claimed in claim 8, wherein the front display unit is in a form of a liquid crystal panel.
13. (Withdrawn) The gaming machine as claimed in claim 8, wherein the display scaling unit comprises:
- a lens;
 - a front frame;
 - a rear frame;
 - a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;
 - an anchor pin that is provided on the lens frame;
 - a horizontal long hole that is formed on the front frame and regulates the movement of the anchor pin that is inserted therein;
 - an inclined long hole that is formed on the rear frame and allows the anchor pin to move along an inclined edge thereof, the anchor pin being inserted in the inclined long hole;
 - a long hole that is formed on the front frame at an upper portion;
 - an eccentric cam that has a circumferential edge that abuts an upper edge and a lower edge of the long hole; and
 - a motor that has a shaft that is attached to the eccentric cam.

14. (Withdrawn) The gaming machine as claimed in claim 8, wherein the display scaling unit comprises:

- a lens;

- a front frame;

- a rear frame;

- a motor;

- a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;

- a bolt shaft that is attached to the motor and penetrates the rear frame;

- a screw boss that is provided on the lens frame and screwed into the bolt shaft;

and

- a spring that is disposed between the lens frame and the front frame.

15. (Previously Presented) A gaming machine comprising:

- a first display device that variably displays a plurality of symbols;

- a second display device that electrically displays various images, the second display device being provided in front of the first display device and configured to enable the player to see the symbols displayed by the first display device therethrough;

- an input device that allows a player to input a command to bet;

- a controller that controls the first display device and the second display device in accordance with the command to provide a game to the player; and

- a display scaling unit that is disposed between the first display device and the second display device and configured to scale up or down the display displayed on the first display device.

16. (Previously Presented) The gaming machine as claimed in claim 15, wherein the display scaling unit comprises a lens.

17. (Previously Presented) The gaming machine as claimed in claim 16, wherein the display scaling unit comprises a convex lens or a Fresnel lens.
18. (Previously Presented) The gaming machine as claimed in claim 16, wherein the display scaling unit moves the lens with respect to the first display device and the second display device.
19. (Previously Presented) The gaming machine as claimed in claim 18, wherein the display scaling unit moves the lens in back and forth direction.
20. (Previously Presented) The gaming machine as claimed in claim 15, wherein the first display unit is in a form of a liquid crystal panel.
21. (Previously Presented) The gaming machine as claimed in claim 15, wherein the second display unit is in a form of a liquid crystal panel.
22. (Previously Presented) The gaming machine as claimed in claim 16, wherein the display scaling unit comprises:
- a front frame;
 - a rear frame;
 - a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;
 - an anchor pin that is provided on the lens frame;
 - a horizontal long hole that is formed on the front frame and regulates the movement of the anchor pin that is inserted therein;
 - an inclined long hole that is formed on the rear frame and allows the anchor pin to move along an inclined edge thereof, the anchor pin being inserted in the inclined long hole;
 - a long hole that is formed on the front frame at an upper portion;
 - an eccentric cam that has a circumferential edge that abuts an upper edge and

a lower edge of the long hole; and

a motor that has a shaft that is attached to the eccentric cam.

23. (Previously Presented) The gaming machine as claimed in claim 16, wherein the display scaling unit comprises:

a front frame;

a rear frame;

a motor;

a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;

a bolt shaft that is attached to the motor and penetrates the rear frame;

a screw boss that is provided on the lens frame and screwed into the bolt shaft;

and

a spring that is disposed between the lens frame and the front frame.

24. (Previously Presented) A gaming machine comprising:

a first display device that variably displays a plurality of symbols;

a second display device that electrically displays various images, the second display device being provided in front of the first display device and configured to enable the player to see the symbols displayed by the first display device therethrough;

an input device that allows a player to input a command to bet;

a controller that controls the first display device and the second display device in accordance with the command to provide a game to the player; and

a display scaling unit that includes a lens that is moved in accordance with a progress of the game to scale up or down the symbols displayed on the first display device.

25. (Previously Presented) The gaming machine as claimed in claim 24, wherein the display scaling unit is disposed in front of the second display device.

26. (Previously Presented) The gaming machine as claimed in claim 25, wherein the display scaling unit is configured to scale up or down the various images displayed on the second display device.

27. (Previously Presented) The gaming machine as claimed in claim 25, wherein the display scaling unit is configured to scale up or down the symbols displayed on the first display device and the various images displayed on the second display device.

28. (Previously Presented) The gaming machine as claimed in claim 24, wherein the display scaling unit is disposed between the first display device and the second display device.

29. (Previously Presented) The gaming machine as claimed in claim 24, wherein the display scaling unit comprises a convex lens or a Fresnel lens.

30. (Previously Presented) The gaming machine as claimed in claim 24, wherein the display scaling unit moves the lens with respect to the first display device and the second display device.

31. (Previously Presented) The gaming machine as claimed in claim 30, wherein the display scaling unit moves the lens in back and forth direction.

32. (Previously Presented) The gaming machine as claimed in claim 24, wherein the display scaling unit comprises:

a front frame;

a rear frame;

a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;

an anchor pin that is provided on the lens frame;

a horizontal long hole that is formed on the front frame and regulates the movement of the anchor pin that is inserted therein;

an inclined long hole that is formed on the rear frame and allows the anchor pin to move along an inclined edge thereof, the anchor pin being inserted in the inclined long hole;

a long hole that is formed on the front frame at an upper portion;

an eccentric cam that has a circumferential edge that abuts an upper edge and a lower edge of the long hole; and

a motor that has a shaft that is attached to the eccentric cam.

33. (Previously Presented) The gaming machine as claimed in claim 24, wherein the display scaling unit comprises:

a front frame;

a rear frame;

a motor;

a lens frame that supports the lens, the lens frame being disposed to be movable between the front frame and the rear frame;

a bolt shaft that is attached to the motor and penetrates the rear frame;

a screw boss that is provided on the lens frame and screwed into the bolt shaft;

and

a spring that is disposed between the lens frame and the front frame.